



Junior Badge Checklist

Junior Handbook

Legacy: Inside Government

Step 3 — Look into Laws

Hold a “mock vote” on community laws. Vote in the Legislative Center of the Star Spangled Center – over the current issues. See if your vote is winning or not. Talk to your troop about why you voted yes or no.

Legacy: Girl Scout Way

Step 4 – Leave a Place Better Than You Found It

Tackle a problem in your neighborhood. The Magic House is a very busy place. So be sure to keep the museum nice and clean for others by cleaning up when you are finished playing. Leave the place better than you found it.

It's Your Planet – Love it Journey

Gardener

Step 1 — Visit a Garden

Visit our Sunshine Classroom, which is a rooftop garden, open during the Spring and Summer.

Gardener

Step 4 — Experiment with Seeds

Experiment with water. Make two “beanie babies” outside in the Sunshine Classroom. Hang one in the sun and one in dark area of your house. Which one grows faster? Why?

Detective

Step 2 — Communicate in Code

Learn a classic code. Go up to the 2nd floor into the Sound Room and try out Morse code. Try to send a message to a friend. Did they understand the code? In what situation would you use this code?

Detective

Step 3 — Fingerprint for Fun

In the Forensic Lab, ink your fingerprint onto a card and label the patterns you see. Using a magnifying glass, can you tell if you have a loop, arch or whorl? Read the information around the fingerprinting station and see if you can identify which fingerprint you have.

Detective

Step 4 — Try out Detective Science

Look at three kinds of “evidence”. In the Forensic Lab, use the microscopes to look at fabric samples and hair samples. Can you correctly match the evidence to a suspect? Do any of the fabric samples look like any of the clothes you are wearing? Does the hair look like the hair of anyone in your troop?

It's Your World – Change It Journey

Musician

Step 1 — Explore How Music Is Made

Find out about three different instruments. In the Play Music, Music Play area of The Magic House (located near the conservatory) look at the different instruments. Do these instruments look like other instruments that you've seen? When you are finished playing in that area, head over to the St. Louis Blues bubble organ and musical chairs on the other side of the conservatory and try to play a song

Musician

Step 2 — Travel around the World of Music

The anthem of the United States is the “Star-Spangled Banner”. Try singing it in the Legislative Branch of the Star Spangled Center. When do you usually hear this anthem played? How does it make you feel? What does it have in common with other countries anthems?

Entertainment Technology

Step 3 — Try the Science of Amusement Park Rides

Figure out centrifugal force. Go up to the Balls in Motion area up on the 3rd floor. Try to see if you can make a golf ball to go upside down on the loop track. How does it work?

Scribe

Step 1 — Start with a Poem

Write a poem on our Poet Tree. Look at the different signs on the wall to help you write a limerick, a haiku, or a “free verse”. When you are finished, you can hang it on our tree for the rest of our visitors to see.

It's Your Story – Tell It Journey

Playing in the Past

Step 3 — Experience Daily Life

Read about the history of The Magic House on the 2nd and 3rd floor of the Grand Staircase. Find out how much food used to cost, how they dressed, and what major events happened. Tell other Girl Scouts interesting facts that you learned.

The Magic House
St. Louis Children's Museum